GAMER
RATCHET & CLANK
Franchise Special
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2002 Ratchet & Clank

Released in November 2002, Ratchet & Clank was the debut title of the iconic sci-fi action series developed by Insomniac Games for the PlayStation 2.

It introduced the world to the unlikely duo: Ratchet, a hot-headed Lombax mechanic, and Clank, a small, highly intelligent robot.

🚀 The Story

The game follows Ratchet, who dreams of leaving his backwater home planet, Veldin.

His life changes when Clank crash-lands nearby.

2002 Ratchet & Clank

His life changes when Clank crash-lands nearby.

Clank reveals a recording of Chairman Drek, the leader of the Blarg race, who is harvesting pieces of inhabited planets to build a new one for his species (because their own is too polluted).

The duo sets out to find the "superhero" Captain Qwark to help stop Drek, only to realize the galaxy is far more complicated and corrupt—than they first thought.

2002 Ratchet & Clank

🎮 Gameplay Mechanics

The 2002 original established the "Action-Platformer" hybrid style that the series is famous for:

The Arsenal:

You have access to over 35 weapons and gadgets.

Iconic early weapons include the Bomb Glove, the Pyrocitor (flamethrower), and the Suck Cannon.

2002 Ratchet & Clank

Bolts as Currency:

Smashing crates and defeating enemies rewards you with bolts, which are used to buy new weapons and ammo at "Gadgetron" vendors.

The Heli-Pack:

Clank attaches to Ratchet's back, acting as a jetpack or propeller to help with long jumps and gliding.

Planet Hopping:

Players travel to diverse environments like the metropolitan Kerwan, the swampy Hoven, and the industrial Quartu.

2002 Ratchet & Clank

Key Facts

Developer | Insomniac Games (creators of Spyro the Dragon) |

| Publisher | Sony Computer Entertainment |
| Platform | PlayStation 2 (later remastered for PS3 and Vita) |
| Tone | Noted for its satirical take on capitalism and corporate greed. |
| The "R.Y.N.O." |

This game introduced the Rip Ya a New One, the most powerful (and expensive) weapon in the franchise. |

2002 Ratchet & Clank

Unlike later entries in the series, the 2002 original does not have an XP or "Weapon Leveling" system.

You improve your strength simply by buying bigger and better guns!

2003 Ratchet & Clank: Going Commando

Released in November 2003, Ratchet & Clank: Going Commando (known as Ratchet & Clank 2: Locked and Loaded in PAL regions) is often cited by fans as the moment the series truly found its identity.

It took the platforming foundation of the first game and shifted the focus heavily toward Third-Person Shooter and RPG elements.

2003 Ratchet & Clank: Going Commando

The Story

After defeating Chairman Drek, Ratchet and Clank become "washed-up" celebrities.

They are suddenly kidnapped and brought to the Bogon Galaxy by Abercrombie Fizzwidget, the CEO of Megacorp.

2003 Ratchet & Clank: Going Commando

Ratchet is given intensive commando training and tasked with recovering a stolen "Biological Experiment" from a mysterious masked thief.

However, as they track the thief across the galaxy, they discover that Megacorp's new product, the Protopet, is a carnivorous menace that threatens all life in Bogon.

2003 Ratchet & Clank: Going Commando

Revolutionary New Features

This sequel introduced several "staple" mechanics that have appeared in almost every game since:

Weapon Leveling:

For the first time, weapons gained XP as you used them. Once the bar filled, the weapon would "evolve" into a more powerful version (e.g., the Lancer* becomes the *Heavy Lancer).

2003 Ratchet & Clank: Going Commando

Strafing: A massive improvement. By holding the L2 or R2 buttons, Ratchet could finally face enemies while moving side-to-side, making the combat feel like a true shooter.

Nanotech Upgrades: Unlike the first game, where health was static, Ratchet now earns XP for himself. As you defeat enemies, your "Nanotech" (HP) bar grows.

2003 Ratchet & Clank: Going Commando

Armor Sets: Players could now purchase different suits of armor to reduce incoming damage, changing Ratchet's physical appearance.

Space Combat:

The game introduced open-space dog fighting missions where you could upgrade and customize Ratchet's ship.

2003 Ratchet & Clank: Going Commando

Game Data

Developer | Insomniac Games |
|New Weapons| 18 new weapons
(plus 5 returning from R&C 1) |

|Mini-Games | Spherical "Mini-Planets,"
Gladiator Arenas, and Hover-bike Racing |

|Currency | Bolts (Standard) and
Platinum Bolts (for Weapon Mods) |

2003 Ratchet & Clank: Going Commando

| Challenge Mode | Introduced New Game, allowing players to restart with a "Bolt Multiplier" |

In this game, if you have a save file from the original Ratchet & Clank on your memory card, the Gadgetron weapons (like the Mini-turret Glove and Decoy Glove) are available for free !

2004 Ratchet & Clank: Up Your Arsenal

Released in late 2004, Ratchet & Clank: Up Your Arsenal (also known as Ratchet & Clank 3) is widely considered one of the high-water marks of the PlayStation 2 era and a definitive title for the franchise.

Developed by Insomniac Games, it refined the series' shift from pure platformer to a high-octane action-shooter, introducing several features that would become series staples.

2004 Ratchet & Clank: Up Your Arsenal

Key Details

Feature	Details
Release Date	November 3, 2004 (North America)
Platform	PlayStation 2 (later HD Remasters on PS3/Vita)

2004 Ratchet & Clank: Up Your Arsenal

|Main Antagonist | Dr. Nefarious (his debut appearance) |

|New Gameplay | First-person mode, Galactic Ranger missions, Online Multiplayer |

|Weapon System| Expanded to 5 upgrade levels (V5) in the first play through |

2004 Ratchet & Clank: Up Your Arsenal

Major Gameplay Innovations

Dr. Nefarious & Lawrence:

This game introduced the series' most iconic villain, the organic-hating robot Dr. Nefarious, and his long-suffering butler, Lawrence.

2004 Ratchet & Clank: Up Your Arsenal

The Starship Phoenix:

Unlike previous games where you stayed in your ship, this introduced a "hub" world where you could upgrade weapons, compete in VR training, and interact with the Q-Force.

2004 Ratchet & Clank: Up Your Arsenal

Refined Combat:

It introduced the "Lock-Strafe" control scheme, which made the game feel much more like a modern third-person shooter compared to the more "slippy" controls of the first two games.

2004 Ratchet & Clank: Up Your Arsenal

Multiplayer:

This was the first entry to feature online and local split-screen multiplayer, allowing players to use the crazy arsenal against each other in modes like Capture the Flag and Siege.

2004 Ratchet & Clank: Up Your Arsenal

Captain Qwark Vid-Comics:

Side-scrolling 2D levels that fleshed out Qwark's (highly exaggerated) backstory while providing a fun break from the 3D action.

2004 Ratchet & Clank: Up Your Arsenal

Legacy

Up Your Arsenal is often cited by fans as the best of the "Original Trilogy" because of its humor, pacing, and the sheer variety of weapons (like the Rift Inducer and the Quack-o-Ray).

2004 Ratchet & Clank: Up Your Arsenal

If you had a save file from Ratchet & Clank: Going Commando on your memory card, you could get the legacy weapons from that game for free at the vendors!

2005 Ratchet: Deadlocked

In 2005, the franchise took a gritty, experimental turn with Ratchet: Deadlocked (known as Ratchet: Gladiator in Europe and Australia).

Following the massive success of the "trilogy," Insomniac Games shifted the focus toward pure combat, leaning into the popularity of arena shooters like Halo and Unreal Tournament.

2005 Ratchet: Deadlocked

It is often remembered as the "darker" sibling of the PS2 era.

Key Details

Feature	Details
Release Date	October 25, 2005 (North America)

2005 Ratchet: Deadlocked

Main Antagonist | Gleeman Vox
(Media Mogul & Dread Zone owner) |

|Theme | A satirical take on blood sports
and reality television |

|The "Collar"|
Ratchet wears a Deadlock collar that
explodes if he becomes "boring" |

2005 Ratchet: Deadlocked

|Clank's Role| Mission support and comms (not a playable backpack) |

Major Gameplay Shifts

Combat Bots: Since Clank isn't on Ratchet's back, players are joined by two customizable Combat Bots (Merc and Green).

2005 Ratchet: Deadlocked

You can command them to hack terminals, plant explosives, or provide cover fire.

Extreme Customization:

While the arsenal was smaller (10 weapons), the modification system was the most robust in the series.

Alpha Mods improved stats (firing rate, ammo), while Omega Mods added elemental effects like Napalm, Shock, or Freeze.

2005 Ratchet: Deadlocked

Co-op Campaign:

This was the first game in the series to allow two players to play through the entire story mode together, with the second player taking on the role of "Alpha Clank."

Vehicle Focus:

The game leaned heavily into vehicular combat, featuring the Land-stalker a massive four-legged tank, the Hover-ship, and the Puma.

2005 Ratchet: Deadlocked

Difficulty Levels:

Introduced select able difficulty settings, ranging from "Couch Potato" to "Exterminator."

Legacy

Deadlocked remains a polarizing but beloved entry.

2005 Ratchet: Deadlocked

Fans of the traditional "adventure" feel missed the exploration and platforming, but the game is praised for having the tightest gun play of the PS2 era.

Its soundtrack, composed by David Bergeaud, also shifted from orchestral-pop to a heavy, industrial-techno vibe that perfectly fit the arena atmosphere.

2005 Ratchet: Deadlocked

The game features a rival "Exterminator" named Ace Hardfight, a fallen hero who serves as a dark mirror to what Ratchet could become if he let fame and violence consume him.

2005 Ratchet & Clank: Going Mobile

In 2005, alongside the release of Deadlocked, the duo made their first-ever jump to handheld devices in Ratchet & Clank: Going Mobile.

Unlike the main console titles, this was a 2D side-scrolling platformer developed by Handheld Games for mobile phones (J2ME/Java).

It is often forgotten by mainstream fans but was highly praised at the time for successfully translating the series' core mechanics into a 2D format.

2005 Ratchet & Clank: Going Mobile

Key Details

Feature	Details
Release Date	November 2, 2005
Platform	Mobile Phones (Java/BREW)
Developer	Handheld Games
Main Antagonist	Maximilian (Secret Agent Clank's nemesis)
Perspective	2D Side-scrolling Action

The "Digitized" Plot

The story follows Ratchet and Clank as they are accidentally sucked into a Secret Agent Clank Vid-Comic after a "Bio Matter Converter" is activated.
To escape the digital world and return to the "analog" world, they must collect six pieces of the MCGuFIN (the Macro Corporeal Geo Fragmentation Ion Negator) while being hunted by Maximilian's security forces.

2005 Ratchet & Clank: Going Mobile

Gameplay Features

2D Arsenal: Despite the hardware limitations, the game featured 7 weapons, including series icons like the Lancer, Gravity Bomb, and the RYNO.

Weapon Upgrades: Just like the PS2 games, weapons could be upgraded (up to V3) by using them frequently.

Classic Gadgets: Ratchet retained several moves, including the Double Jump, the Heli-Pack glide, and the Swingshot for navigating grapple points.

Arena Mode:

It included an Arena with 12 unique challenges (such as "Infection" or "Timed" modes) to earn extra bolts for weapon upgrades.

2005 Ratchet & Clank: Going Mobile

Titanium Bolts:

Hidden throughout the levels, collecting these was the only way to unlock the legendary RYNO.

Legacy

Going Mobile was surprisingly well-received, winning Best Action Game at the 2006 Mobile Entertainment Awards.

It proved that the "Ratchet feel" wasn't just about 3D graphics, but about the loop of shooting, collecting bolts, and upgrading gear.

2005 Ratchet & Clank: Going Mobile

The "Lost" Sequel:

A direct sequel titled Ratchet & Clank: Clone Home was planned for 2006.

It was canceled, but for years it was considered "lost media" until dedicated fans recently discovered and preserved a copy found on an old developer handset.

2007 Ratchet & Clank: Size Matters

In 2007, the series returned to its platforming roots while making its debut on the PlayStation Portable (PSP) with Ratchet & Clank: Size Matters.

Notably, this was the first main-series game not developed by Insomniac Games.

Instead, it was handled by High Impact Games, a studio formed by former Insomniac employees, ensuring the "DNA" of the series remained intact despite the jump to handheld.

2007 Ratchet & Clank: Size Matters

🔍 Key Details

Feature	Details
Release Date	February 13, 2007 (PSP), March 2008 (PS2 port)
Platforms	PSP, PS2 (later PS4/PS5 via PS Plus)

2007 Ratchet & Clank: Size Matters

🔍 Key Details

| Main Antagonist| Otto Destruct (Leader of the Technomites) |

|Core Conflict | Rescuing a girl named Luna and stopping a clone army |

| New System | Customizable Armor Sets with unique bonuses |

2007 Ratchet & Clank: Size Matters

gameplay Innovations

The Technomites:

The game introduced a "forgotten" race of tiny geniuses who build the galaxy's tech.

This led to creative level design where Ratchet frequently uses a Shrink Ray to explore miniature civilizations.

2007 Ratchet & Clank: Size Matters

Deep Armor Customization:

Unlike previous games where armor was a linear upgrade, Size Matters featured collectible pieces (Helmet, Torso, Gloves, Boots).

Mixing and matching specific sets — like the Crystalfix, Electroshock, or Wildfire — unlocked hidden abilities and Wrench modifications.

2007 Ratchet & Clank: Size Matters

Clank Challenges: To suit handheld play, Clank received dedicated minigames, including Gadge-Bot survival, destruction derbies, and Giant Clank space combat.

Skyboard Racing: A return to the racing roots of the first game, featuring customizable boards and combat-heavy tracks.

2007 Ratchet & Clank: Size Matters

Hardcore Mode: For the first time, a special "Hardcore" difficulty was available for those who found the traditional Challenge Mode too easy.

Legacy

While some fans found the PS2 port technically rough compared to the native PSP version, the game was a massive success for handheld gaming.

2007 Ratchet & Clank: Size Matters

It proved that a "full" Ratchet experience— complete with 15+ weapons and sprawling planets— could fit in a pocket.

It also introduced Otto Destruct, a villain motivated by his own diminutive stature and a desire to be the most "intelligent" being in the universe.

2007 Ratchet & Clank: Size Matters

The "Luna" character was actually a robotic puppet used by Otto Destruct to lure Ratchet into a trap so the Technomites could harvest his DNA for a clone army.

2007 Ratchet & Clank Future: Tools of Destruction

**In 2007, the series moved into the "High Definition"
era with Ratchet & Clank Future: Tools of Destruction.**

As the first entry on the PlayStation 3, it served as a soft reboot of the narrative, trading the standalone planetary adventures of the PS2 for an epic, interconnected "Future" saga that finally delved into the mystery of Ratchet's origins.

2007 Ratchet & Clank Future: Tools of Destruction

🚀 Key Details

Feature	Details
Release Date	October 23, 2007
Platform	PlayStation 3
Main Antagonist	Emperor Percival Tachyon (The Cragmite Crown Prince)
Setting	The Polaris Galaxy
Technical Milestone	Often cited as "a playable Pixar movie" for its jump in visual fidelity.

🌟 A New Direction: The Lombax Secret

For years, fans had wondered why Ratchet was the only Lombax in the universe.

2007 Ratchet & Clank Future: Tools of Destruction

Tools of Destruction addressed this head-on:

The Hunt for the Lombaxes:

Emperor Tachyon, a vengeful Cragmite raised by Lombaxes, seeks to eliminate the "last" Lombax (Ratchet) to prevent the use of the Dimensionator—a device that can open portals to other realities.

The Zoni:

Clank begins seeing mysterious, invisible energy beings called the Zoni, who claim he was built for a cosmic purpose.

2007 Ratchet & Clank Future: Tools of Destruction

This subplot added a touch of "mystical" sci-fi that hadn't been in the series before.

New Allies:

Introduced Talwyn Apogee and her bumbling warbot guardians, Cronk and Zephyr, who became permanent fixtures in the series' cast.

🔫 Arsenal & Gadgets

Groovitron: Perhaps the most famous weapon in the series' history debuted here.

This disco ball forces every enemy (and boss!) in the game to dance to funky music.

2007 Ratchet & Clank Future: Tools of Destruction

Raritainium Upgrades:

The game introduced a hexagonal grid system where you could spend Raritainium to specifically buff weapon stats like area of effect, bolt drop rate, or damage.

Combat Devices: A new category of "sub-weapons" (like the Mr. Zurkon or Leech Bombs) that could be deployed without switching away from your main gun.

SIXAXIS Integration:

The game used the PS3 controller's motion sensors for skydiving segments, steering the Tornado Launcher, and guiding the Geo-Laser.

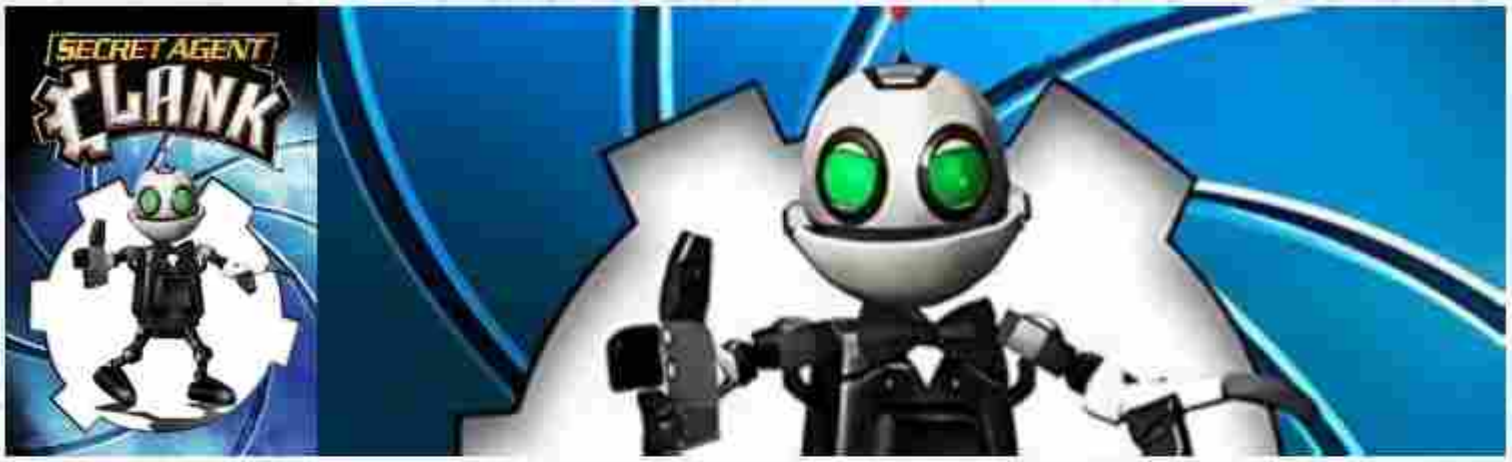
2007 Ratchet & Clank Future: Tools of Destruction

Legacy

Tools of Destruction holds a 89 on Metacritic and is remembered for successfully maturing the story without losing the humor.

It ended on a massive cliffhanger—with the Zoni kidnapping Clank—leading directly into the next two "Future" installments.

The game contains a subtle jab at its transition to HD: early in the game, Captain Qwark says he didn't recognize Ratchet because he looked "so much more high-def."

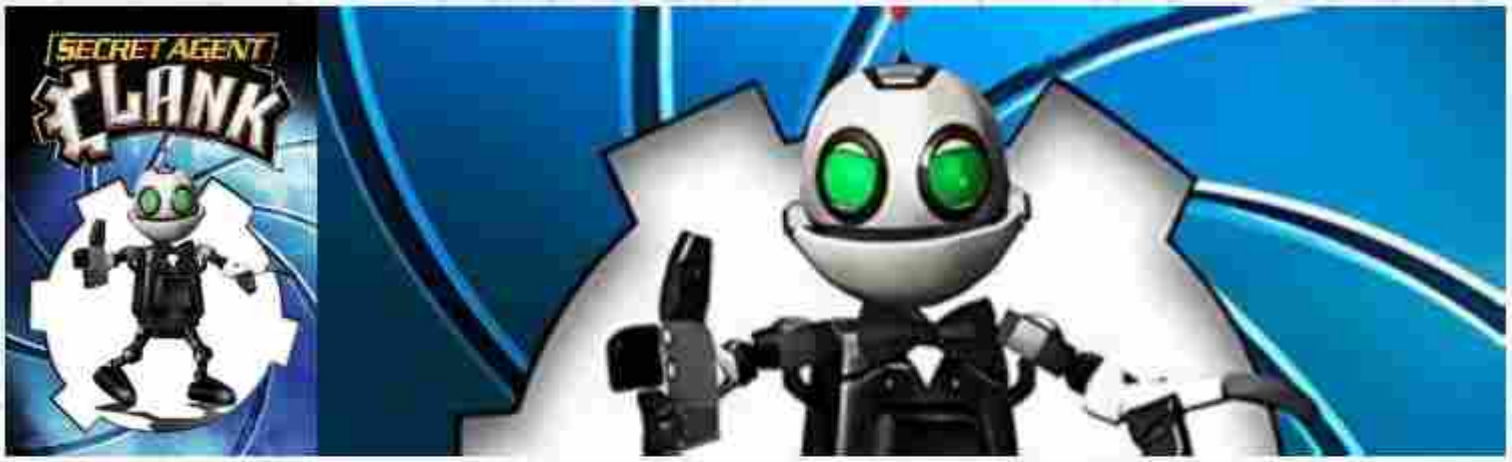


2008 Secret Agent Clank

In 2008, the series returned to the PSP for a second time with Secret Agent Clank.

While Size Matters was a traditional adventure, this spin-off expanded the "in-universe" holovision show from Up Your Arsenal into a full standalone game.

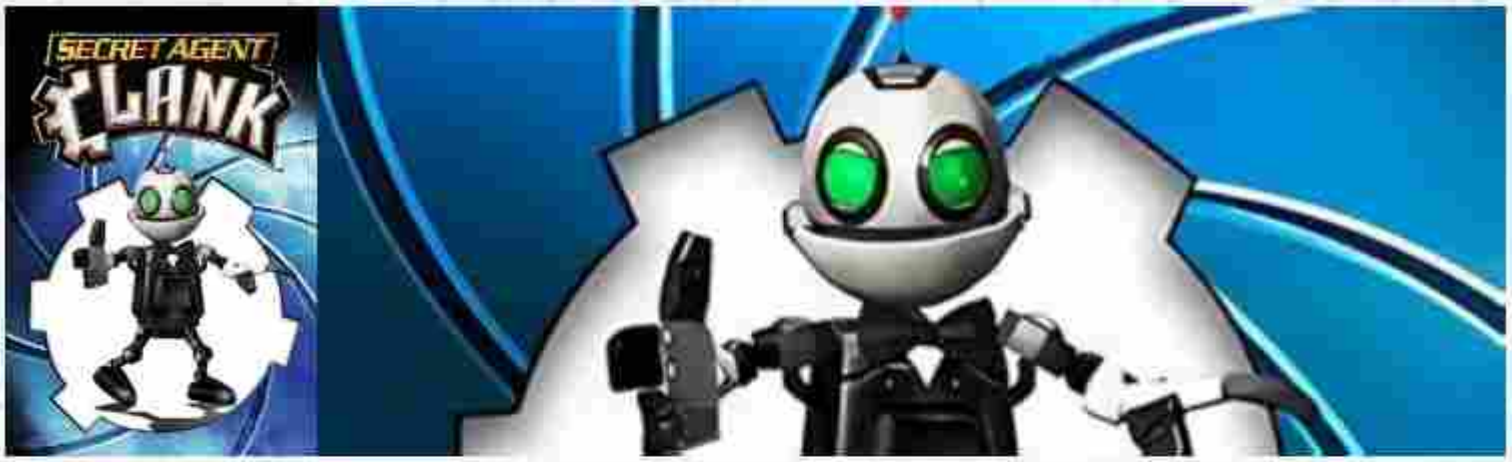
Developed by High Impact Games, it swapped the focus from Ratchet's heavy artillery to Clank's stealth, martial arts, and high-tech gadgets, all wrapped in a heavy parody of James Bond and 007 tropes.



2008 Secret Agent Clank

Key Details

Feature	Details
Release Date	June 17, 2008 (PSP), May 2009 (PS2 port)
Main Protagonist	Clank (as Agent Clank)
Main Antagonist	Klunk (Clank's evil double, disguised as "The Kingpin")
The Hook	Ratchet is framed for stealing the "Eye of Infinity" and sent to prison; Clank must clear his name.
New Combat	Clank-Fu (a dedicated melee martial arts system)



2008 Secret Agent Clank

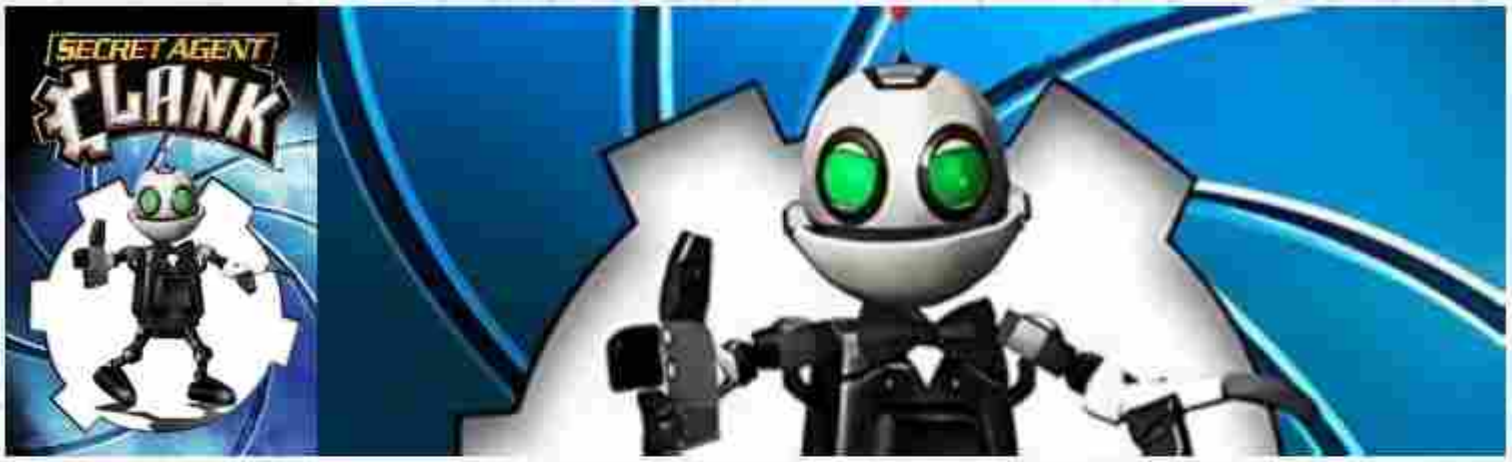
Three Unique Play styles

Unlike previous games, Secret Agent Clank split its gameplay between three core characters, each with a very different "vibe":

Clank (The Stealth Agent):

Clank uses a tuxedo equipped with "spy" weapons like the Tie-A-Rang, Cufflink Bombs, and a Thunderstorm Umbrella.

Gameplay involves rhythm-based stealth segments, laser-dodging minigames, and "Clank-Fu" finishers.



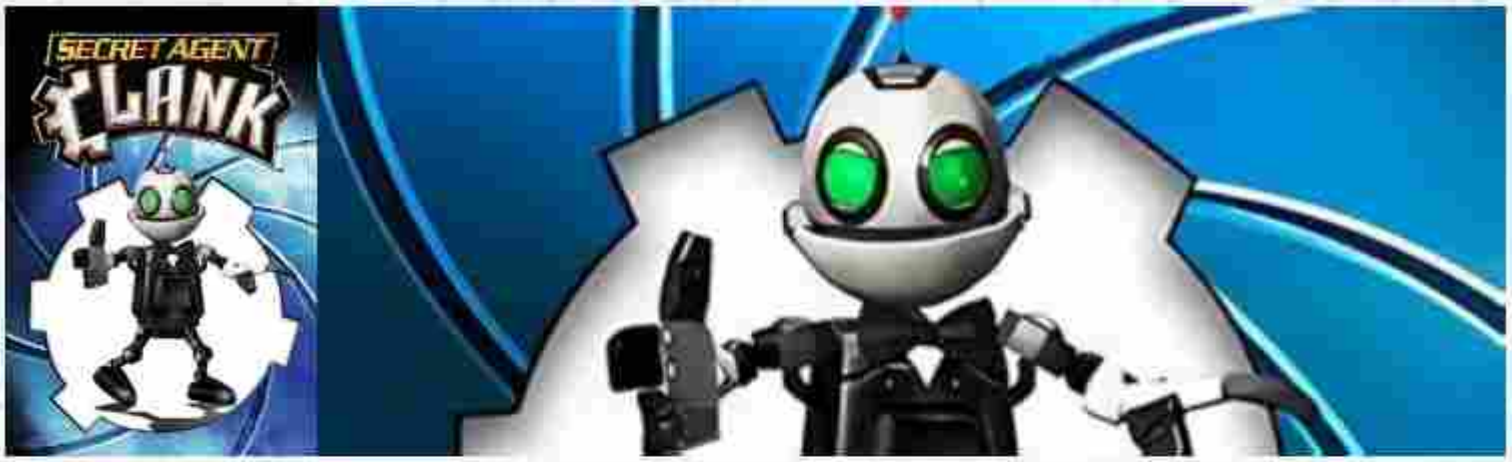
2008 Secret Agent Clank

Ratchet (The Inmate): While Clank investigates, Ratchet survives in a maximum-security "Prison Planet."

His levels play like the Arena Challenges from previous games, using weapons Clank smuggles to him inside birthday cakes.

Captain Qwark (The Storyteller):

In some of the series' funniest segments, you play through Qwark's "memoirs."



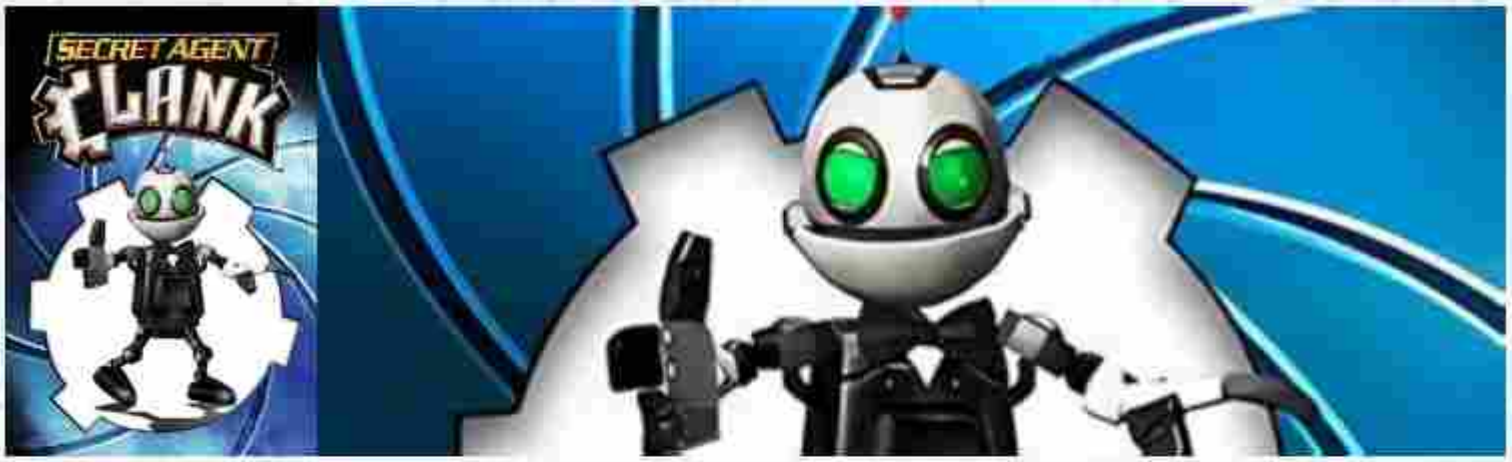
2008 Secret Agent Clank

Because Qwark is an unreliable narrator, these levels are absurdly over-the-top, featuring him fighting giant bosses or singing in an opera.

Gadgets & Mechanics

Stealth Take-downs:

If you sneak up behind an enemy, you can perform a quick-time event (QTE) to take them out instantly, earning extra "stealth bolts."



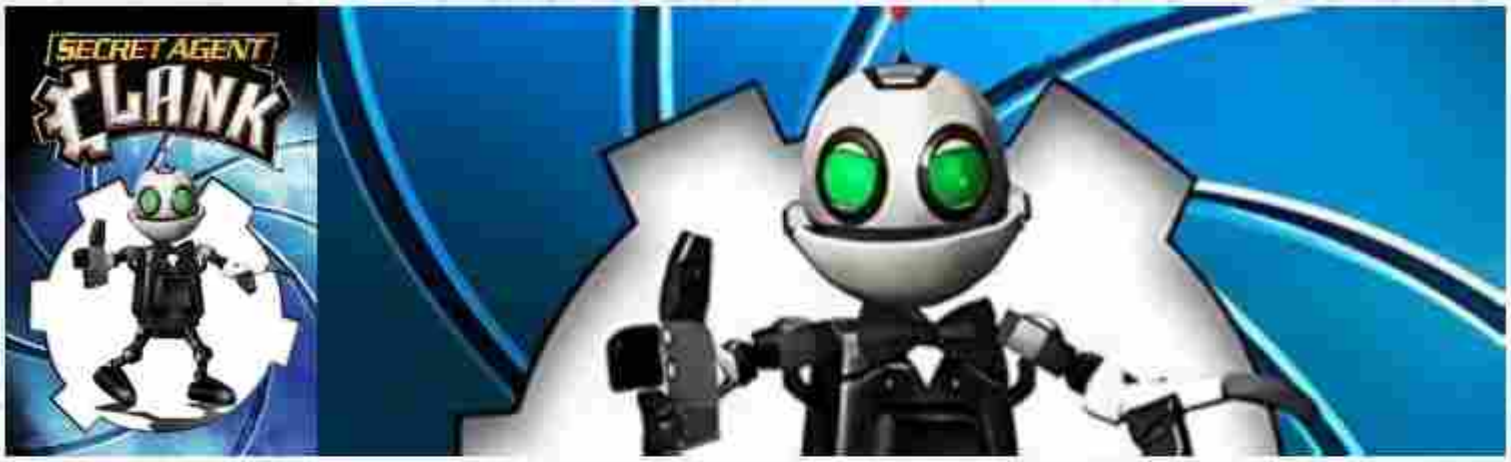
2008 Secret Agent Clank

The Gadgebots:

Just like in the main games, Clank can command a small team of Gadgebots to solve puzzles, though here they can be customized and upgraded.

Vehicle Chases:

The game featured several chase sequences involving speedboats, snowboards, and even a "spy car" segment.

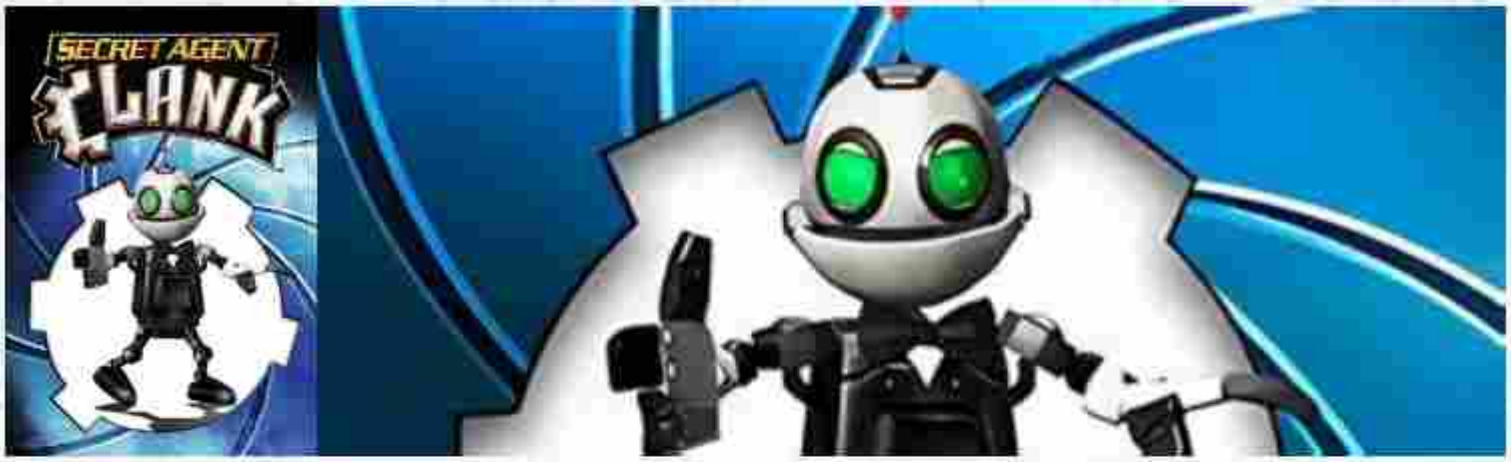


2008 Secret Agent Clank

Legacy

Secret Agent Clank is often debated regarding its place in the timeline.

While it clearly takes place between Size Matters and Tools of Destruction, many fans (and even some official sources) suggest the events are actually just an episode of the Secret Agent Clank TV show within the game's universe, explaining why the tone is so different.



2008 Secret Agent Clank

The game's main villain, Klunk, originally appeared in Up Your Arsenal.

This was his first (and so far only) outing as the primary mastermind, operating from a secret underwater lair.

2008 Ratchet & Clank Future: Quest for Booty

Released in 2008, Ratchet & Clank Future: Quest for Booty served as a experimental "bridge" between the major entries of the Future saga.

Following the cliffhanger of Tools of Destruction, this title was unique for being a smaller, digital-first "mini-adventure" (though it received a physical release in Europe and Australia).

2008 Ratchet & Clank Future: Quest for Booty

It swapped the epic scale of the series for a focused, pirate-themed treasure hunt.

Key Details

Release Date	August 21, 2008
Platform	PlayStation 3 (PSN Digital / Blu-ray in PAL regions)
Main Antagonist	Captain Angstrom Darkwater
Length	~3–4 hours (shorter "episodic" format)

2008 Ratchet & Clank Future: Quest for Booty

⚓ The Search for Clank

The story picks up one year after Clank was taken by the Zoni.

Ratchet and Talwyn Apogee travel to the Drogol Sector on the planet Merdegraw to find the "Obsidian Eye," a legendary device that can communicate with the Zoni.

2008 Ratchet & Clank Future: Quest for Booty

To activate it, Ratchet must find the Fulcrum Star, which is hidden by the ghost of the pirate Captain Darkwater.

New Gameplay Mechanics

Because Clank is absent for the entire game,

2008 Ratchet & Clank Future: Quest for Booty

Insomniac introduced new wrench-focused abilities to fill the gap:

Kinetic Tether: The biggest addition.

This allowed Ratchet to grab, pull, and manipulate environmental objects (like moving platforms or bridges) to solve physics-based puzzles.

2008 Ratchet & Clank Future: Quest for Booty

Light & Dark Puzzles:

Ratchet must pick up Heliograbs to light his way through pitch-black caverns, as the light keeps dangerous "bat-like" creatures at bay.

Platforming Focus: With a smaller arsenal (only 7 weapons), the game leaned much more heavily into platforming and puzzle-solving than the pure combat of previous entries.

2008 Ratchet & Clank Future: Quest for Booty

Dialogue Trees:

A rarity for the series, this game featured minor branching dialogue choices when talking to the residents of Hoolefar Island.

2008 Ratchet & Clank Future: Quest for Booty

Legacy

While some fans were disappointed by the short length, Quest for Booty is praised for its atmosphere and the way it expanded the lore of the Space Pirates (Rusty Pete and Captain Slag).

It successfully kept the momentum of the Future storyline going, ending with a reveal that set the stage perfectly for the 2009 finale.

2008 Ratchet & Clank Future: Quest for Booty

The ending of this game features a transmission showing Clank being held in a mysterious facility, revealing that he is being "repaired" by none other than Dr. Nefarious.

2009 Ratchet & Clank Future: A Crack in Time

Widely considered by many fans to be the "pinnacle" of the entire franchise, Ratchet & Clank Future: A Crack in Time arrived in 2009 as the grand finale to the *Future* saga.

It was a masterclass in blending tight combat, emotional storytelling, and genuine innovation, finally answering questions about Ratchet's family and Clank's true purpose.

2009 Ratchet & Clank Future: A Crack in Time

⏳ Key Details

Release Date	October 27, 2009
Platform	PlayStation 3
Main Antagonist	Dr. Nefarious
Central Location	The Great Clock (the literal center of the universe)
New Character	Alister Azimuth (a disgraced Lombax general)

2009 Ratchet & Clank Future: A Crack in Time

Legacy

A Crack in Time* holds an **87** on Metacritic and is often cited as the game that proved Ratchet & Clank could tell a truly moving, high-stakes story.

The ending — a bittersweet choice regarding destiny and friendship — remains a fan-favorite moment that essentially "wrapped up" the story for years.

2009 Ratchet & Clank Future: A Crack in Time

If you look closely at the "Time Recording" puzzles, the voice that guides Clank is Orvus, the creator of the Great Clock and Clank's "father."

2011 Ratchet & Clank: All 4 One

In 2011, the series took its biggest experimental leap yet with Ratchet & Clank: All 4 One.

While previous entries were primarily single-player adventures, this title was built from the ground up as a four-player cooperative experience.

2011 Ratchet & Clank: All 4 One

It forced the series' most iconic heroes and its most persistent villain into an "unlikely alliance" to survive a cosmic zoo.

🤝 Key Details

| Release Date | October 18, 2011 || Platform PlayStation 3 || Main Antagonist |The Loki Master(via the Creature Collector, Ephemeris) | | Playable Cast| Ratchet, Clank, Captain Qwark, and Dr. Nefarious || Perspective | Fixed "Isometric" camera to keep all 4 players on screen |

2011 Ratchet & Clank: All 4 One

The "Co-opetitive" Gameplay

The game balanced working together with a healthy dose of greed. While you needed your teammates to progress, you were constantly competing for the highest score and the most bolts.

2011 Ratchet & Clank: All 4 One

The Overload Mechanic:
The most important combat feature.

If all players fired the same weapon at the same enemy simultaneously, it triggered an "Overload" explosion, dealing massive bonus damage.

This incentivized teams to coordinate their weapon choices.

2011 Ratchet & Clank: All 4 One

The Vac-U:

A mandatory gadget for every player.

It could be used to suck up bolts, revive fallen teammates, or — most famously — launch your friends across gaps (often to their doom, if you were feeling mischievous).

2011 Ratchet & Clank: All 4 One

Character-Specific Abilities:

While everyone shared the same basic arsenal, each character had one unique "Class" ability:

Ratchet:	Decoy (distracts enemies).
Clank:	Zoni Ray (slows down time).
Qwark:	Atomic Shield (protects the team).
Nefarious:	Cloaking Device (turns invisible).

2011 Ratchet & Clank: All 4 One

AI Partner:

If you played solo, you were assigned a "Bot" partner (usually Clank) who was surprisingly competent at helping with puzzles and combat.

The Story: Forced Friendships

The plot begins with Dr. Nefarious attempting to kill the trio in Luminopolis by awakening a "Z'Grute."

2011 Ratchet & Clank: All 4 One

The plan fails, and all four are kidnapped by Ephemeris, a giant moon-sized machine that collects the universe's most dangerous creatures.

Stranded on the planet Magnus, Nefarious is forced to work with his sworn enemies to escape.

The resulting banter — particularly between the cynical Nefarious and the delusional Qwark — is widely considered the highlight of the script.

2011 Ratchet & Clank: All 4 One

Legacy

All 4 One* is often seen as a "love it or hate it" entry.

Purists missed the traditional 3D platforming and solo exploration, but it is highly regarded as one of the best "couch co-op" games on the PS3.

2011 Ratchet & Clank: All 4 One

It proved that the series' humor and weapon-based combat could translate into a social, multiplayer format.

This game features a significantly different art style from the Future trilogy, giving Ratchet larger eyes and a slightly more "cartoony" facial structure to make him more expressive during the four-player chaos.

2012 Ratchet & Clank Collection

In 2012, to celebrate the 10th anniversary of the franchise, Sony released the Ratchet & Clank Collection (known as the Ratchet & Clank Trilogy in Europe).

This wasn't a new game, but a high-definition remaster of the original PlayStation 2 trilogy.

2012 Ratchet & Clank Collection

It was developed by Idol Minds (in collaboration with Insomniac) and remains the most convenient way for modern players to experience the series' roots.

What's Included?

The collection bundles the three foundational titles that defined the "Buddy-Cop" dynamic of the series:

2012 Ratchet & Clank Collection

1. **Ratchet & Clank (2002):** The origin story with a focus on platforming and "gadget-based" exploration.

2. **Ratchet & Clank: Going Commando (2003):** The game that introduced weapon leveling, armor, and the "Strafing" mechanic.

3. **Ratchet & Clank: Up Your Arsenal (2004):** The peak of the PS2 era, featuring Dr. Nefarious and the first appearance of the Galactic Rangers.

2012 Ratchet & Clank Collection

✨ Remaster Improvements

Resolution & Framerate:

All three games were bumped to 1080p (up from the original 480i) and ran at a silky-smooth 60 frames per second.

Widescreen Support:

The games were adjusted to fit modern 16:9 displays, though the pre-rendered cutscenes remained in their original 4:3 Letter boxed format.

2012 Ratchet & Clank Collection

Trophy Support: For the first time, each game featured a full set of Trophies, including three separate ***Platinum Trophies.

Multiplayer Restored:

The online multiplayer for Up Your Arsenal was fully revived on the PlayStation Network (though those servers have since been officially decommissioned).

2012 Ratchet & Clank Collection

3D Compatibility: For those with 3D-capable televisions, the collection supported stereoscopic 3D at 720p (at 30fps).

Technical Quirks & Versions

While the remasters are excellent, they are famous among fans for some minor "HD glitches," such as Ratchet's helmet being slightly too large in certain cutscenes or occasional audio desync.

2012 Ratchet & Clank Collection

Version	Features
PS3 (2012)	The standard 1080p/60fps version. Included a demo for Sly Cooper: Thieves in Time.
PS Vita (2014)	A handheld port developed by Mass Media. It ran at 30fps and used the rear touch pad for L2/R2 (strafing).

2012 Ratchet & Clank Collection

Legacy

The Ratchet & Clank Collection* is often praised as one of the best "value" bundles of the PS3 era.

It introduced a new generation to the "Solana Galaxy" and laid the groundwork for the 2016 re-imagining of the first game.

Because the £10+ rating didn't exist when the original games launched, they were all re-rated for this collection.

2012 Ratchet & Clank: Full Frontal Assault

In 2012, Insomniac Games celebrated the franchise's 10th anniversary not only with the HD Collection but also with a bold, experimental spin-off: Ratchet & Clank: Full Frontal Assault (known as Ratchet & Clank: Q-Force in Europe and Australia). Following the four-player chaos of All 4 One, this title returned to the series' classic third-person camera and controls but introduced a major twist: Tower Defense.

2012 Ratchet & Clank: Full Frontal Assault

Key Details

Release Date	November 27, 2012 (PS3), May 2013 (Vita)		Platforms	PlayStation 3, PlayStation Vita		Main Antagonist	Zurgo (The "Qwark Fanboy" from Going Commando)
Playable Cast	Ratchet, Clank, and Captain Qwark
Price Point***	Launched as a $20 "budget" title

***

2012 Ratchet & Clank: Full Frontal Assault

Gameplay: Action-Tower Defense

The game structure was a departure from the linear planets of the past.

Each level was an open map where you had to balance two roles:

1. **The Scout (Assault):** You leave your base to capture "Weather Nodes," grind on rails, and find weapon pods scattered across the map.

2012 Ratchet & Clank: Full Frontal Assault

You need to collect bolts to fund your defenses.

2. The Commander (Defense): At regular intervals, enemy waves (Grungarians) attack your base's generators.

You must rush back to spend your bolts on Turrets (Plasma, Pyro, Cryo), Barriers, and Mines (Groovitron, Chrono) to protect your core.

2012 Ratchet & Clank: Full Frontal Assault

The Story: A Fan Gone Wrong

The plot is a humorous, smaller-scale adventure.

Zurgo, the tech-obsessed kid who was once Captain Qwark's biggest fan, has turned into a super-villain after being disillusioned by Qwark's numerous failures.

2012 Ratchet & Clank: Full Frontal Assault

He takes over the planetary defense centers, and the "Q-Force" must suit up one more time to stop his orbital strikes.

Innovations & Multiplayer

Multiplayer Focus:

While the campaign was short (5 levels), the game featured a robust Competitive Mode.

2012 Ratchet & Clank: Full Frontal Assault

Two teams would compete to capture nodes, build armies of minions, and launch "Full Frontal Assaults" on each other's bases.

Cross-Buy & Cross-Play:

If you bought the PS3 version, you received the Vita version for free. It also supported Cross-Play, allowing console and handheld players to compete together.

2012 Ratchet & Clank: Full Frontal Assault

Hover-boots as Standard:

To help players navigate the large maps quickly, the Hover-boots from A Crack in Time were available from the start and were essential for rushing back to the base during an attack.

2012 Ratchet & Clank: Full Frontal Assault

Legacy

While critics praised the polished controls and the fun of the multiplayer, the tower defense loop was polarizing for fans who preferred traditional exploration.

However, it is remembered fondly for its budget-friendly price and for bringing back Zurgo, a deep-cut character from the PS2 era.

2013 Ratchet & Clank: Into the Nexus

In 2013, the PlayStation 3 era of the franchise came to a somber and cinematic close with Ratchet & Clank: Into the Nexus.

After the experimental detours of All 4 One and Full Frontal Assault*, Insomniac Games returned to the classic single-player, story-driven formula.

2013 Ratchet & Clank: Into the Nexus

This title served as an epilogue to the Future saga, exploring themes of loss, family, and the consequences of being the "last of your kind."

2013 Ratchet & Clank: Into the Nexus

Key Details

Feature	Details
Release Date	November 12, 2013
Platform	PlayStation 3
Main Antagonists	Vendra and Neftin Prog (The "Nether" Twins)
Tone	Darker and "spookier" than previous entries
Price Point	Launched at a budget-friendly $29.99

2013 Ratchet & Clank: Into the Nexus

A "Ghost Story" in Space

The game takes place in the Zarkov Sector, a haunted, abandoned region of space.

The story follows Ratchet and Clank as they hunt down the criminal Vendra Prog, who sis attempting to bring her race— the Nethers— from another dimension into theirs.

2013 Ratchet & Clank: Into the Nexus

A Mirror to Ratchet:

Vendra is an orphan who, like Ratchet, spent her life searching for her people.

However, her willingness to destroy the galaxy to find them serves as a dark reflection of what Ratchet could have become.

2013 Ratchet & Clank: Into the Nexus

Tragedy Strikes:

The game is famous for an early, shocking plot twist involving the deaths of series regulars Cronk and Zephyr, which sets a surprisingly heavy emotional tone for the rest of the adventure.

2013 Ratchet & Clank: Into the Nexus

Gravity-Defying Gameplay

The core "gimmick" of Into the Nexus was the manipulation of gravity:

Grav-Tether:

A new gadget that allowed Ratchet to create gravity streams" between two points, pulling him through the air to cross massive gaps.

2013 Ratchet & Clank: Into the Nexus

The Netherverse:

2D side-scrolling segments
where you play as Clank. You use the right
analog stick to "fall" in any direction
(up, down, left, right) to navigate puzzles
and lead a Nether back to a rift.

2013 Ratchet & Clank: Into the Nexus

Jetpack Exploration:

The planet Thram featured wide-open spaces designed for the GrummelNet Jetpack, allowing for much more vertical freedom than previous games.

🔫 Iconic Arsenal

Despite its shorter length, the game featured some of the most creative weapons in the series:

2013 Ratchet & Clank: Into the Nexus

The Winterizer: A morph-ray that turns enemies into snowmen while playing "Jingle Bells."

Nightmare Box:

Deploys a jack-in-the-box that scares enemies, distracting them or even causing them to take damage from fright.

2013 Ratchet & Clank: Into the Nexus

Mr. Zurkon Family:

This game allowed you to upgrade Mr. Zurkon until he was joined by Mrs.

Zurkon and Zurkon Jr., forming a full family of trash-talking synthezoids.

RYNO VII: The ultimate weapon in this entry plays "Night on Bald Mountain" as it rains down absolute destruction.

2013 Ratchet & Clank: Into the Nexus

Legacy

Into the Nexus is often called a "small epic." While it only features 5 planets and can be beaten in about 5–8 hours, it is praised for its high production values and for providing a more grounded, emotional ending to the PS3 era.

It effectively "retired" the Lombax search storyline for nearly a decade until 2021's Rift Apart.

2013 Ratchet & Clank: Before the Nexus

In late 2013, to coincide with the launch of Into the Nexus on the PS3, the series returned to mobile devices for the first time in eight years with Ratchet & Clank: Before the Nexus.

Unlike the 2005 2D platformer, this was a 3D Infinite Runner (similar to Temple Run or Subway Surfers), designed to be a "companion app" that rewarded players on their home consoles.

2013 Ratchet & Clank: Before the Nexus

Key Details

Feature	Details
Release Date	December 18, 2013
Platforms	iOS, Android
Developer	Darkside Game Studios
Genre	Endless Runner / Combat
Connectivity	Syncs with PSN to transfer resources to *Into the Nexus*

2013 Ratchet & Clank: Before the Nexus

Gameplay Mechanics

While the movement was lane-based (swiping left, right, up, and down), the game successfully integrated the series' signature combat:

Combat on the Move:

While running, you could tap on enemies to fire weapons like the Lancer or the Predator Launcher.

2013 Ratchet & Clank: Before the Nexus

Grinding:

The game featured extensive Grind Rail segments, a staple of the console titles, where you had to jump between rails to avoid obstacles or collect bolts.

2013 Ratchet & Clank: Before the Nexus

Gadgets:

You could use the **Reflector** to bounce incoming fire or the **Tornado Launcher** to clear the path ahead of you.

Boss Battles:

Every so often, the running would stop for a boss encounter against the Prog Twins (Vendra and Nefin), requiring you to dodge their attacks while returning fire.

2013 Ratchet & Clank: Before the Nexus

The "Cross-Platform" Hook

The primary reason fans played Before the Nexus was its connectivity to the PS3 game.

Raritanium Farming:

You could collect Raritanium (the resource used for weapon upgrades) while playing on your phone.

2013 Ratchet & Clank: Before the Nexus

The Sync:

By logging into your Sony Entertainment Network account, you could transfer that Raritanium directly into your *Into the Nexus* save file.

This made it much easier to max out your weapons on the console.

2013 Ratchet & Clank: Before the Nexus

Legacy

As with many licensed mobile companion apps from that era, Before the Nexus* was eventually delisted from the App Store and Google Play Store.

However, it is remembered as a polished attempt to bridge the gap between mobile and console gaming, and it gave fans a way to interact with the "Zarkov Sector" aesthetic while on the go.

2016 Ratchet & Clank

In 2016, the series saw its most unique release yet: a "re-imagining" that was officially described as "the game based on the movie, based on the game."

Developed by Insomniac Games for the PlayStation 4, Ratchet & Clank (2016) served as both a technical showpiece for the new console and a tie-in to the major motion picture released that same year.

2016 Ratchet & Clank

It retold the origin story of the duo but with massive shifts in narrative and tone.

Key Details

Feature	Details
Release Date	April 12, 2016
Platform	PlayStation 4 (60fps patch available for PS5)
Meta-Narrative	The story is narrated by Captain Qwark from a prison cell.

2016 Ratchet & Clank

|Main Antagonist| Chairman Drek, though Dr. Nefarious is introduced much earlier. | | Visuals | Widely praised as looking like a "playable Pixar movie." |

Re-imagining vs. Remake

This was not a 1:1 remake of the 2002 original.

Instead, it updated the first game's foundation with 15 years of mechanical evolution:

2016 Ratchet & Clank

Modern Controls:

It adopted the "Lock-Strafe" and modern shooter controls from the Future series, making combat much faster and more fluid than the clunky 2002 original.

2016 Ratchet & Clank

The Arsenal:

Rather than reusing only 2002 weapons, it featured an "All-Star" lineup from across the franchise, including the Groovitron, Mr. Zurkon, and the Sheepinator.

2016 Ratchet & Clank

Pixelizer:

This game's signature weapon — a shotgun that turns enemies into 8-bit, 2D versions of themselves before they shatter.

Holocards:

A new collectible system. Finding sets of cards provided permanent buffs (like increased bolt drops) and allowed you to unlock the RYNO.

2016 Ratchet & Clank

The Movie Connection

The game was developed in tandem with the Ratchet & Clank film.

Because of this, the game uses over an hour of cinematic footage taken directly from the movie.

RATCHET & CLANK

2016 Ratchet & Clank

Tone Shift:

The story is significantly more "sanitized" and family-friendly.

The original Ratchet's sarcastic, prickly personality was replaced with a wide-eyed, "happy-to-be-here" hero persona.

2016 Ratchet & Clank

The Galactic Rangers:

Instead of working alone, Ratchet and Clank are part of a military team including new characters like Cora Veralux and Brax Lectrus.

Legacy

The 2016 game was a massive commercial success, becoming the fastest-selling title in the franchise's history.

2016 Ratchet & Clank

While long-time fans often criticize it for losing the "edge" and satire of the original PS2 game, its technical polish and incredible graphics revitalized the series for a modern audience.

Because the game is told from Qwark's perspective, he often exaggerates events or adds his own commentary, which explains why certain plot points differ so much from the 2002 original.

2021 Ratchet & Clank: Rift Apart

In 2021, the series made its debut on the PlayStation 5 with **Ratchet & Clank: Rift Apart.

It was designed as a "technical showpiece" to demonstrate the power of the console's ultra-high-speed SSD, introducing the concept of near-instantaneous travel between different dimensions.

2021 Ratchet & Clank: Rift Apart

It is a direct narrative sequel to 2013's Into the Nexus, finally returning to the "Lombax search" storyline after nearly a decade.

2021 Ratchet & Clank: Rift Apart

Key Details

Feature	Details		Release Date	June 11, 2021 (PS5), July 26, 2023 (PC)		Main Protagonists	Ratchet & Clank and Rivet & Kit
Main Antagonist	Emperor Nefarious (A version of Nefarious who actually won)
Technical Hook	Real-time "Rift Tethering" with no loading screens
Accessibility	Praised for having some of the most robust accessibility options in gaming.

2021 Ratchet & Clank: Rift Apart

Meet Rivet and Kit

The biggest addition to the franchise was Rivet, a female Lombax resistance fighter from another dimension.

The Parallel Universe:

In Rivet's dimension, everything is a "mirror" of Ratchet's world.

2021 Ratchet & Clank: Rift Apart

While Ratchet is a celebrated hero, Rivet is a lone rebel fighting a tyrannical Emperor Nefarious.

The Dynamic:

The game splits its time between the two Lombaxes.

2021 Ratchet & Clank: Rift Apart

They share the same weapon inventory and XP, ensuring the gameplay feels seamless even as the story perspective shifts.

Kit: Clank also meets his dimensional counterpart, Kit (KT-7461), a shy but powerful "Warbot" who struggles with her past, mirroring Clank's own origin story.

2021 Ratchet & Clank: Rift Apart

Next-Gen Gameplay Features

Rift Tether: Ratchet and Rivet can use the "Rift Tether" to pull themselves through tears in space, effectively teleporting across the battlefield instantly.

2021 Ratchet & Clank: Rift Apart

Dimensional Blips:

Some levels (like Blizar Prime) allow you to hit a "Blizon Crystal" to instantly switch the entire planet between two different states— one thriving and one destroyed— with zero loading time.

2021 Ratchet & Clank: Rift Apart

Dual Sense Integration:

The PS5 controller's haptic feedback and adaptive triggers are used extensively.

For example, pulling a trigger halfway might show a weapon's trajectory, while pulling it fully fires the shot.

2021 Ratchet & Clank: Rift Apart

Phantom Dash:

A new mobility move that provides frames of invincibility and allows for much faster, more vertical platforming.

🔫 The "Living" Arsenal

The weapons in Rift Apart are more expressive than ever.

2021 Ratchet & Clank: Rift Apart

Highlights include:

The Topiary Sprinkler: Turns enemies into decorative garden hedges.

The Ricochet: A projectile that you can bounce back into the enemy repeatedly with timed button presses.

2021 Ratchet & Clank: Rift Apart

The Negatron Collider:

A massive charging beam that pierces through lines of enemies.

Legacy

Rift Apart* was a critical and commercial darling, nominated for Game of the Year at several major award shows.

2021 Ratchet & Clank: Rift Apart

It succeeded in making the franchise feel "modern" while retaining the heart and soul of the PS2 era.

It also left the door wide open for the future of the Lombax race.

Rift Apart was the first game in the series to be released on PC, bringing the duo to a non-PlayStation platform (excluding mobile) for the first time in history.

TBA Ratchet & Clank: Ranger Rumble

Announced in late 2025 and currently in its roll-out phase (as of early 2026), Ratchet & Clank: Ranger Rumble is the newest entry in the series.

It marks the franchise's return to mobile platforms for the first time in over a decade.

TBA Ratchet & Clank: Ranger Rumble

Developed by French studio Oh BiBi in collaboration with Insomniac Games, this is a free-to-play, fast-paced multiplayer arena shooter designed for iOS and Android.

TBA Ratchet & Clank: Ranger Rumble

Key Details

Feature	Details
Release Status	Soft-launched (November 2025)Global release **TBA 2026**
Platforms	iOS, Android
Genre	Multiplayer 3D Arena Shooter / "PvPvE"
The In-Universe Hook	A "totally safe" combat simulation hosted by Captain Qwark
Playable Heroes	10 unique heroes at launch (including Ratchet, Rivet, and Qwark)

TBA Ratchet & Clank: Ranger Rumble

A New Type of "Rumble"

While previous mobile games were 2D or endless runners, Ranger Rumble is a full 3D action game that translates the series' signature movement— double-jumping, dashing, wall-running, and grinding— into a mobile-friendly arena format.

TBA Ratchet & Clank: Ranger Rumble

Three Main Game Modes:

Bolt Rush (PvPvE):

6 players compete to smash boxes and collect 200 bolts while fighting off both rivals and AI enemies/bosses.

Total Rumble (PvP): An 8-player "battle royal" style free-for-all where the last player standing wins.

TBA Ratchet & Clank: Ranger Rumble

A combat-heavy sports mode similar to Rocket League, where you use weapons to blast a giant ball into the opponent's goal.

Hero System:

Each character has a unique "Ultimate" ability.

TBA Ratchet & Clank: Ranger Rumble

For example, some can turn enemies into sheep or transform themselves into a tank to clear the field.

Customization:

The game features a "Quark Pass" (Season Pass) and cosmetic sets from series history, like the Marauder Armor or Nefarious sets, available at Ms. Zurkon's shop.

TBA Ratchet & Clank: Ranger Rumble

Story & Lore

The game is framed as Captain Qwark's attempt to find the "next generation of Galactic Rangers.

"Because it is a "simulation," the game can bring together heroes and villains from across the series' timeline without disrupting the main narrative established in Rift Apart.

TBA Ratchet & Clank: Ranger Rumble

Early Reception

As of January 2026, the game is available in regions like the Philippines, Indonesia, and parts of Scandinavia.

While some long-time fans initially criticized the shift to a mobile free-to-play model, early players have praised the smooth 60fps performance and the surprisingly faithful "feel" of the weapons, such as the Glove of Doom and Buzz Blades.